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(54) **IMAGE RENDERING RESPONSIVE TO USER ACTIONS IN HEAD MOUNTED DISPLAY**

(71) Applicant: **Sony Interactive Entertainment Inc.**, Tokyo (JP)

(72) Inventors: **Jeffrey Roger Stafford**, Redwood City, CA (US); **Xiadong Mao**, San Mateo, CA (US); **Glenn Black**, San Mateo, CA (US)

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(57) **ABSTRACT**

Methods, systems, and computer programs are presented for rendering images on a head mounted display (HMD). One method includes operations for tracking, with one or more first cameras inside the HMD, the gaze of a user and for tracking motion of the HMD. The motion of the HMD is tracked by analyzing images of the HMD taken with a second camera that is not in the HMD. Further, the method includes an operation for predicting the motion of the gaze of the user based on the gaze and the motion of the HMD. Rendering policies for a plurality of regions, defined on a view rendered by the HMD, are determined based on the predicted motion of the gaze. The images are rendered on the view based on the rendering policies.